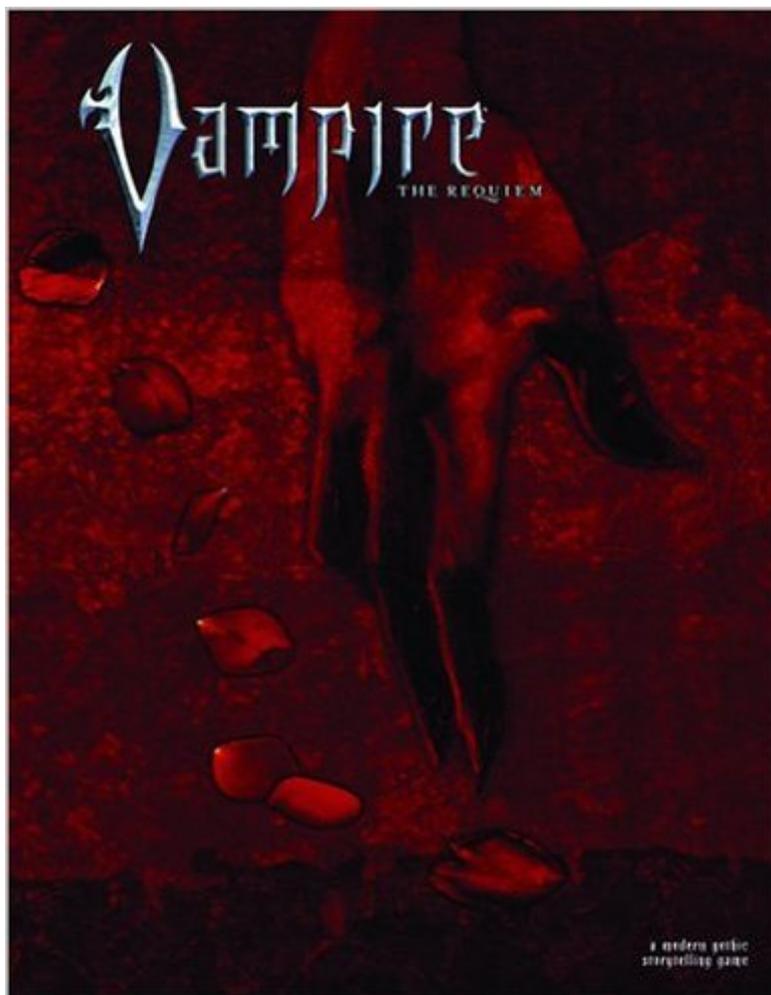


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# Vampire: The Requiem: A Modern Gothic Storytelling Game



## Synopsis

Welcome to the Danse Macabre Since time immemorial, the Kindred - vampires - have stalked their prey, unseen by the mortal masses. Their world is a xenophobic nightmare, populated by tyrannical despots, wildeyed heretics, bloodthirsty rogues and scheming manipulators, all unified by the mysterious curse of vampirism. And you would join them? You would live forever? To play the lusts of mortals like a violinist plays the strings? Then beware, the price is steep to enter the neofeudal hell that the Damned have wrought. Welcome to Undeath Join the revival of the Storytelling tradition. Vampire: The Requiem invites you to tell your own stories set within the world of the Kindred. This book includes rules for using vampires in World of Darkness chronicles, covering everything from the five clans to covenants to Disciplines, bloodlines, storytelling advice and a complete spread of game systems governing the undead. Hardcover. Requires the World of Darkness rulebook for play. U.S. Page Count: 304

## Book Information

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## Customer Reviews

The new Vampire game is infinitely superior to its previous incarnations: It kept what worked, and discarded what did not. Requiem is more vicious and more horrific -- gone is the comparative safety of Masquerade; in Requiem, vampires are cold-blooded, megalomaniacal serial killers hiding themselves behind a veneer of civility (well, for the most part) and the game never lets you forget it. There are only five clans, each representing one of the archetypes of mythological vampires: Passionate Daeva, savage Gangrel, mysterious Mekhet, horrific Nosferatu and domineering

Ventruue. Instead of limiting the options of character creation, the reduced number of clans increases them. These clans are much broader in scope than in previous games to allow for more variation. Bloodlines are a nice touch, but emphasizing them detracts from the fact that any vampire concept should fit into one of the five clans. To give you an example of the broader scope, take the Nosferatu. Instead of being limited to physical deformity as in Masquerade, Requiem's Nosferatu merely have a clan weakness that limits their social effectiveness -- and the player is free to come up with any reason as to why that is (anything from physical ugliness to rank odours to a 'general sense of dread'). Nosferatu can be earth-shatteringly attractive... if they have a foul odour or unpleasant presence to offset it. If you enjoy political games, Requiem shines: \* No global politics -- everything is local, with vampires largely limited to their cities (imprisoned in their 'gilded cages' is a theme the game plays up).

I applaud White Wolf for doing what they have done in releasing Vampire: The Requiem. I was a great fan of the VtM system, with a few minor annoyances, and was initially concerned that "revamping" (so to speak) the system for a new game was just a money grab for the good people of White Wolf (but then again, what isn't, in the end?), and that too much focus would be on making things DIFFERENT rather than on making them BETTER. After having read the book and preparing my first chronicle with it, I can say that I am thoroughly impressed with the changes made. The "minor annoyances" I mentioned earlier have largely all been dealt with nicely, and the new system seems more user-friendly and gives the potential for better games. Annoyances that have been fixed: 1) They're Ancient and Powerful, You're Not, So Deal With It: VtM was always a tad frustrating in that the Antidiluvians and Methuselahs (probably misspelled) were so ancient and so powerful that they were as Gods to ants above other vampires of higher generations, and there was nothing the weaker ones could do. Granted, life isn't fair so why should the game be, but I personally like the Requiem system whereupon the oldest and most powerful vampires are losing their minds and memories, leaving them as tortured and twisted as young vampires struggling to survive against more powerful social forces. The added difficulty of life at the top really makes the fact that vampirism is supposed to be a "curse" a lot more prevalent among all Kindred - in VtM, though vampires were apparently "cursed", they had it pretty good once they were among the truly mighty.

I'd like to start this review by saying what many people seem to not understand: This is not Vampire the Masquerade, 3rd Edition. This is an entirely new game, albeit with similar terms and mechanics. That is an important distinction, because if you're looking for a newer version of

Masquerade, you'll be surprised at this game. There are no longer any Generations, Antedeluvians, Methuselahs, Metaplot, or Caine/Lillith creation myth. Additionally, there is no longer any Camarilla/Sabbat fighting, or any Camarilla or Sabbat, for that matter. What these generally outward aspects are replaced with are the following: Five clans with a theoretical infinite series of bloodlines. These bloodlines are far more powerful than those in Masquerade, mainly because all Kindred (yes, the term has stayed the same) start with the same basic Blood Potency (sort of the new Generations- after about 350 years of careful feeding and no "naps," you're pretty much forced into torpor) and can change their blood after reaching BP 4... or can activate a sire's bloodline at BP 2. The clans are now more Archetypes than Stereotypes- no longer do you have to create a hideous info-mongering sewer-dwelling Nosferatu, or a leather-jacket anarchist Brujah (who incidentally are no longer a clan, but now a bloodline.) Now you're pretty much freed up to create a character that you feel will fulfill a more fluid role in Kindred society and in the chronicle. Additionally, there are now Five Covenants- One is the Ordo Dracul, an occult association dealing with Kindred transcendence (forget that whole "third eye of enlightenment" from Masquerade.

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